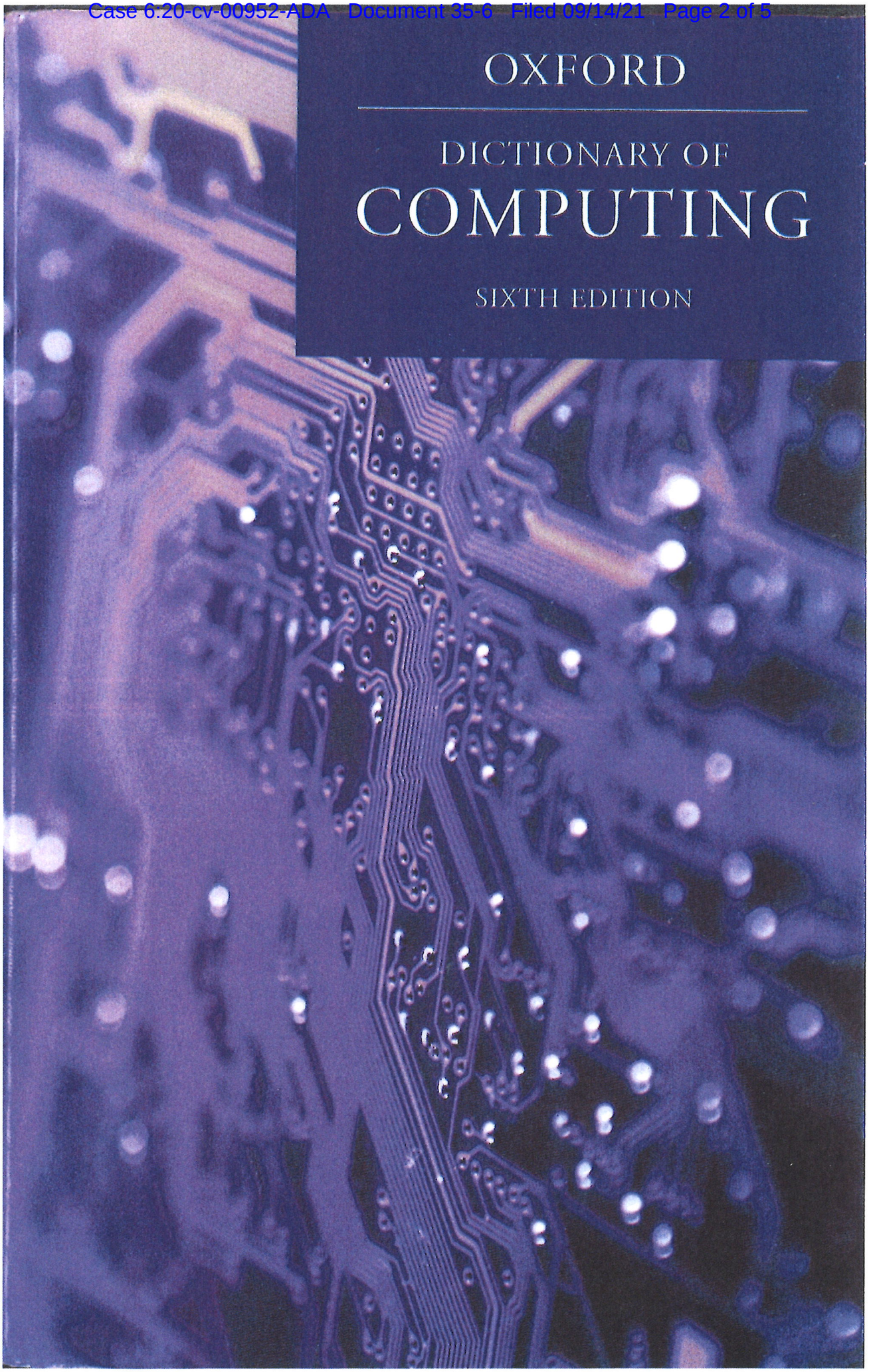
EXHIBIT K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A Dictionary of Computing

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tions are the *binomial distribution and the *Poisson distribution.

Continuous probability distributions apply to observations, such as physical measurements, where no two observations are likely to be exactly the same. Since the probability of observing exactly a given value is about zero, a mathematical function, the **cumulative distribution function**, $F(x)$, is used instead. This is defined as the probability that the observation does not exceed x. $F(x)$ increases monotonically with x from 0 to 1, and the probability of observing any value between two limits, x_1 and x_2, is

$$F(x_2) - F(x_1)$$

This definition leads, by differential calculus, to the **frequency function**, $f(x)$, which is the limiting ratio of

$$F(x + h) - F(x) \text{ to } h$$

as h becomes small, so that the probability of an observation between x and $(x + h)$ is $h.f(x)$. The most important continuous distribution is the *normal (or Gaussian) distribution.

Probability distributions are defined in terms of *parameters, whose values determine the numerical values of the probabilities.

probit analysis A statistical technique used to relate the proportion of subjects responding to the strength of an applied stimulus. The stimulus is often applied in a series of increasing amounts in geometrical progression, and the proportion responding is modeled by the cumulative normal frequency distribution (*see* PROBABILITY DISTRIBUTIONS). The method estimates the **median effective stimulus** or *LD50* and the **slope** of the response. It is widely used in pharmacology, biology, and in testing the safety of products.

problem definition A precise statement of some problem to be solved, with the emphasis on providing a complete and unambiguous definition of the problem rather than an easy introduction to it.

problem description A self-contained overview of some problem to be solved, perhaps with accompanying information on constraints that the solution must respect, possible approaches to the solution, etc.

problem-oriented language A programming language whose control structures and (in particular) data structures reflect in some measure the characteristics of a class of problems, e.g. commercial data processing or scientific computation. By contrast, the structures of a machine-oriented language reflect the internal structure of the underlying machine.

procedural abstraction The principle that any operation that achieves a well-defined effect can be treated by its users as a single entity, despite the fact that the operation may actually be achieved by some sequence of lower-level operations (*see also* ABSTRACTION). Procedural abstraction has been extensively employed since the early days of computing, and virtually all programming languages provide support for the concept (e.g. the SUBROUTINE of Fortran, the **procedure** of Algol, Pascal, Ada, the **function** of C, C++, and Java).

procedural cohesion *See* COHESION.

procedural language An *imperative *procedure-oriented language.

procedure A section of a program that carries out some well-defined operation on data specified by *parameters. It can be *called from anywhere in a program, and different parameters can be provided for each call.

The term procedure is generally used in the context of high-level languages; in assembly language the word *subroutine is more commonly employed.

procedure-oriented language A programming language that enables a program to be specified by defining a collection of *procedures. These procedures may call each other, and are called by the main program (which can itself be regarded as a procedure).

process **1.** (task) A stream of activity. A process is defined by its code, i.e. the ordered set of machine instructions defining the actions that the process is to take, the contents of its *workspace, i.e. the set of data values that it can read, write, and manipulate, and its *process descriptor, which defines the current status of any resources that are allocated to the process. **2.** To carry out the actions defined by the sequence of instructions that make up the code of a program.

process algebra The algebraic study of abstract computing processes. Suppose that